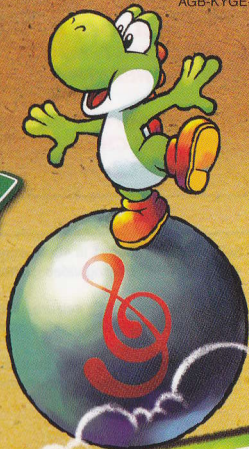
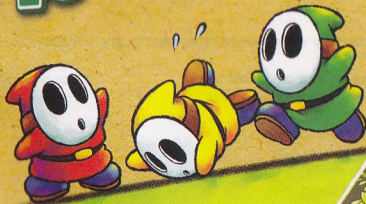


GAME BOY ADVANCE

AGB-KYGE-USA

YOSHI TOpsy-TURvy



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Please have Visa or MasterCard ready

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TTY Game Play Assistance: 425-883-9714



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The Day It All Went Topsy-Turvy...

Bowser was rampaging across the land, which made Hongo, the great book spirit, very angry. He trapped Bowser in a pop-up book, but since Bowser was on Yoshi's Island at the time, the entire island got trapped in the pop-up book as well. Yoshi was at a loss as to what to do, when all of a sudden a tiny book spirit—the spirit who loves surprises—appeared before him. "If you can get to the last page of this pop-up book and trap Bowser, Hongo will surely let your island and everything on it out of the pop-up book." Then the spirit who loves surprises bestowed upon Yoshi the power to tilt the world within the pop-up book. With that power, Yoshi began his topsy-turvy adventure.

Hongo the Great Book Spirit



The great spirit of books, Hongo was angered by Bowser's mischief, so he sealed Bowser, Yoshi, and all of Yoshi's Island away in a pop-up book.

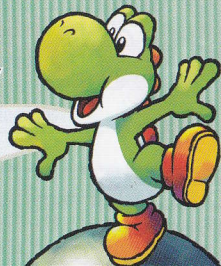
The Spirit Who Loves Surprises



This tiny spirit of the pop-up book was opposed to Hongo's plan, so Hongo fired him!

Yoshi

The hero of this game, Yoshi must find a way to free Yoshi's Island from the pop-up book.



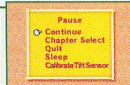


Controls and Actions

- In-Game Controls
- Menu Controls

START

- Start Game
- Pause Game Pg.16



+ Control Pad

- ↑ Look Up
- ← → Move
- ↓ Duck (Look Down)
- Move the Cursor

When playing the game on a Game Boy Advance SP or a Nintendo DS, be sure to read the system's instruction booklet. This game is played by tilting your Game Boy Advance or Nintendo DS system while using the controls listed above. Pg.17



B Button

- Extend Tongue (Eat)
- Cancel Selections



L & R Buttons

- Flip Pages in the Egging Book Pg.13

A Button

- Jump**
Press and hold the A Button to perform a flutter jump, allowing Yoshi to hover briefly in the air.
- Confirm Selections



Other Controls

- **Sleep Mode** (Press and hold L Button + R Button + SELECT)
Sleep Mode allows you to turn off the liquid crystal screen display to conserve battery life without powering off your system. Press the L Button, R Button, and SELECT simultaneously to awaken your system from Sleep Mode.
- **Reset** (Press and hold A Button + B Button + START + SELECT)
Use this function when you want to reset your game and return to the title screen without saving progress.
- **Erase Saved Data** (Press and hold A Button + B Button + L Button + R Button + START + SELECT when you turn the power on)
To erase all data, choose "Yes" and press the A Button. Once data is erased, it can never be recovered.



Getting Started

After turning your system on, calibrate the Tilt Sensor ➔Pg. 26. The title screen will then be displayed.



Title Screen

When the title screen appears, press the A Button or the START Button to proceed to the main menu.



Main Menu

To begin your game, choose either "New Game" or "Continue" from the main menu. To change game settings, choose "Options."



New Game

Play the game from the beginning.



Continue

Choose Continue to resume playing an existing game. Choose the save data you want to continue playing to view the course-selection screen. You can also choose to erase your saved data. (See pg. 11 about erasing data.)



Options

The Options menu allows you to recalibrate the Tilt Sensor or choose Sleep Mode settings.

Options

Tilt Sensor Calibration

Sleep Mode

OK!

Back

Calibrate Tilt Sensor ➔Pg. 26

Choose this to recalibrate your Tilt Sensor.

Sleep Mode

➔Pg. 9

Choose this option to view information about Sleep Mode and to change Sleep Mode settings.

Saving the Game



Yoshi Topsy-Turvy features an automatic saving function. Each time you clear a course, the game automatically saves your progress. You can store up to three different save files.

Erasing Data

If you choose to start a new game when you already have three save files, you'll have to erase one save file before you can begin. Choose the file you want to erase and press the A Button. Note: Once you erase saved data, it cannot be recovered.





Choosing a Course

Yoshi Topsy-Turvy features six chapters, each of which is made up of several courses.



Course-Selection Screen

Use the + Control Pad to choose the course you want to play and press the A Button to confirm. You can replay any course you've beaten as many times as you like.

Bookmark



Courses Not Completed ➔ Pg.20,23

Remaining Lives

Coins Earned

Egging Book ➔ Pg.13

Happiness Medals Earned ➔ Pg.20

Medals Earned / Medals Needed

Using Bookmarks



You'll earn a new bookmark each time you finish a chapter. Use the + Control Pad to choose a bookmark and press the A Button to confirm. Then you can choose courses in that chapter.



Course Missions

Each time you choose a course, one of the many spirits will ask you to do something. This becomes your mission for that course. At first you will only receive one mission per course, but later on you may have to complete two missions simultaneously!



Check out some of the missions!



Turn three apples back into Egglings!

This is the mission the spirit who loves cuteness gives you. Try to eat apples and turn them into Egglings.

➔ Pg.16



Bring me 10 coins!

This is the mission the spirit who loves money gives you. Try to collect enough coins before the end of the course.

➔ Pg.16

Check the Egging Book



You can see which Egglings you've rescued by looking them up in the Egging Book. Press the L and R Buttons to change pages. Use the + Control Pad to select an Egging and view its name and its type.



*There are other missions besides these.



Playing the Game

Tilting your system is just as important as using the buttons. Make sure you do it right! ➔Pg.17



The Game Screen

Each course covers several pages of the pop-up book. Try to eat apples and collect coins as you make your way through the pages.



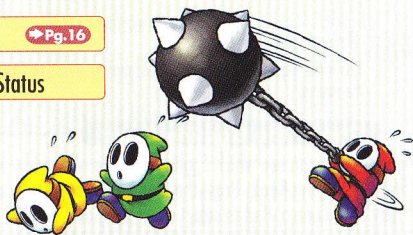
Checkpoint ➔Pg.19

Apples ➔Pg.16

Mission Status

Coins ➔Pg.16

Smile Meter ➔Pg.15



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Rules

If an enemy touches you, your Smile Meter will decrease. When it runs out, you lose a life. You can replenish your Smile Meter by eating both small and big hearts. ➔Pg.16



Retry

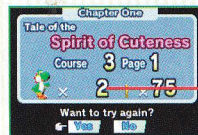
When you lose a life, you lose one of your remaining Yoshis, and the screen on the right will appear. If you choose "Yes," you will continue playing from the page you lost a life on. If you choose "No," you will return to the course-selection screen.



Game Over

If you lose a life when you have only one remaining life, your game ends and you'll be returned to the course-selection screen.

If you fall down a gap or touch spikes, you lose a life.



Remaining Lives



15



Items

Hearts



Eat hearts to refill your Smile Meter. Eat a big heart to refill it completely.

Apples



Swallow apples to rescue Eggings.

Coins



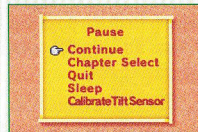
Touch coins to collect them. When you collect 100, you earn an extra life.



The Pause Screen

You can pause your game by pressing START while playing a course. Doing so will display the pause screen. Choose "Continue" to resume playing your paused game.

Continue	Continue the game.
Chapter Select	Return to the course-selection screen. ➔Pg.12
Quit	Quit the game and return to the title screen.
Sleep	Activate Sleep Mode. ➔Pg.9
Calibrate Tilt Sensor	Recalibrate the Tilt Sensor. ➔Pg.26

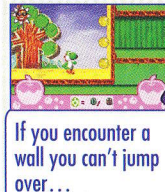
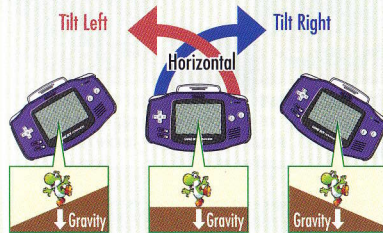


If you stop your game by choosing "Chapter Select" or "Quit," your coins, Eggings, and remaining lives will be saved.



Tilting your Game Boy Advance

To clear each course, you will need to tilt your Game Boy Advance or Nintendo DS system to tilt the world of the pop-up book.



If you do not properly calibrate your Tilt Sensor, you will not be able to play the game properly. ➔Pg.26

Special Devices

You'll find variety of special devices in the courses. When you find one, try tilting your system to see how the device reacts.



Stand on the platform and tilt your system...



It moves when you tilt it!



This giant cannon points straight up...



but when you tilt, it tilts too!

Mastering Your Tilt Power

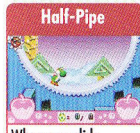


When you tilt your Game Boy Advance or Nintendo DS, you can send enemies rolling away or change the place that items falling from the sky will land. Try tilting in different situations.



There are many different devices...

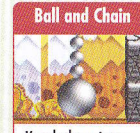
These are just some of the special devices you'll find in the game.



Half-Pipe
When you slide through the half-pipe, you can catch wicked air off the edge!



Carpet Rolls
Roll up these carpets when enemies are standing on them to defeat the enemies.



Ball and Chain
Knock these into walls to crumble the walls into pieces.



Checkpoints and the Goal

Each course is spread out across several pages. When you reach a checkpoint, you'll move on to the next page.



At the end of the last page is the goal point, and when you touch it, you finish that course. At this point, the game will determine whether you've completed your mission ➔Pg.13 or not. ➔Pg.20





Clearing Courses

After clearing a course, a wheel appears. If you get the wheel to land on the Yoshi icon, you can play a bonus mission.



Course Cleared

When you reach a course's goal point **→Pg.19**, you've cleared that course, and you find out whether or not you've completed the spirit's mission. **→Pg.13**
If you completed the mission, you will receive either a gold or silver Happiness Medal depending on your results.



When You Fail a Mission...

If you fail to complete a mission, you will not receive any Happiness Medals, but you can still proceed to the next course.



Spin the Wheel

After completing your mission, you can spin the bonus wheel. If it stops on a Yoshi icon, you can play a bonus mission. The number of winning spaces increases based on the Happiness Medal you received.



Bonus Missions

You can play a variety of bonus missions, and if you succeed at them, you can win coins.



The Bomb Room

Tilt your system properly to drop the bombs into the holes within the time limit.



Get the Coins in the Cup!

The coins come gliding down on parachutes, so try to get them in the cup. Take care not to let any bombs drop into the cup.



Hit the Cymbals!

Swing the ball like a pendulum and use it to hit the cymbals.





Yoshi's Transformations

In some courses, Yoshi will automatically transform into a balloon, a ship, or some other vehicle.



Hot-Air Balloon

When Yoshi turns into a hot-air balloon, he gradually drifts downward until he reaches the end of the course. Tilt your system left or right to adjust the direction Yoshi falls in. If you touch a spike, the balloon will pop, and you'll lose a life.



Yoshi Ship & Yoshi Boat

In water courses, Yoshi automatically turns into a ship or a boat. If Yoshi goes off the screen, you lose a life, so tilt your system with the waves to keep Yoshi going. Also, the Yoshi boat will jump when you press the A Button.



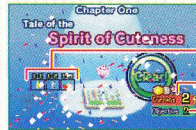
Clearing Chapters

Once you've cleared all the courses in a chapter, the results screen will appear, and it will be determined whether you can proceed to the next chapter.



Results Screen

This is where the Happiness Medals you've earned while clearing courses are counted. If you've earned enough medals, the chapter is complete, and you can move on to the next chapter. ➔ Pg.20



Course Results

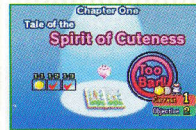
Medals Earned

Medals Needed



If You Don't Have Enough Medals...

If you didn't collect enough medals and can't move on, return to the missions you failed to complete and try them again.



* When you clear all the chapters, you'll unlock new game features.

Characters

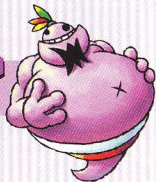
The Spirit Who Loves Cuteness

This pop-up book spirit loves anything that is cute.



The Spirit Who Loves Might

This loud-mouthed and energetic spirit loves strong heroes.



24



The Spirit Who Loves Money

This sparkling spirit loves collecting coins above all else.



The Spirit Who Loves Swiftess

This spirit is always flying around the sky in a hurry.



The Spirit Who Loves Kindness

This spirit loves the idea of world peace.

The Spirit Who Loves Scariess

This mummified spirit loves to scare others.



25

BOWSER

The Koopa King was locked away in the pop-up book for rampaging all across the land.





Calibrating the Tilt Sensor

In Yoshi Topsy-Turvy, you must first calibrate the Tilt Sensor before starting to play. Please perform the following steps to set it up. You can also recalibrate the sensor in the Options menu ➡Pg.11 and after pausing ➡Pg.16.

Calibrating the Sensor

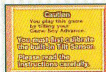
When you first turn the power on, the screen on the right will appear. If you press the A Button, an explanation of the Tilt Sensor and instructions on how to calibrate it will also appear. Follow the instructions on the screen, holding the Game Boy Advance upright, and learn how to tilt the game.

Once the screen on the right appears, you will calibrate the angles you will tilt left and right. Hold the GBA at the angle at which Yoshi is standing upright and press the A Button. First set the angle to the right and then the angle to the left.

When the screen on the right is displayed, please test whether the Tilt Sensor is functioning properly by tilting the GBA. If it is working correctly, choose "Yes" and press the A Button to save the settings. If the ball does not move, select "Recalibrate" and redo the settings.

Once the Tilt Sensor is calibrated, the screen on the right will appear when the power is turned on. Choose the system that you are playing on and press the A Button to continue.

NOTES

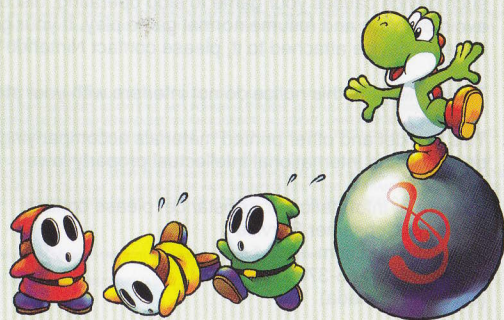


Ground



NOTES

NOTES



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